

THE COBBLESTONE



BEAT...

BC01 The Cobblestone

Beat

Credits:

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Boilerplate:

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The Score:

The Streets of Ankh-Morpork...

There may be other places called wretched hives of scum and villainy, but none have organised themselves quite so well, nor made quite as much profit as the City of Ankh-Morpork. Unfortunately, Lord Vetinari and the City Watch have the task of riding herd on all these sweltering masses yearning to breathe something besides the stench of the Ankh River in high summer.

As a city that has earned its reputation by catering to all manner of living, and un-living, persons (or un-persons) and creating equal opportunities for all to be mugged, blown-up, turned into a toad, preyed upon, take a pie to the face and otherwise pursue happiness, it is only a matter of time before something threatens it's very existence.

Not to worry though. The Ankh-Morpork City Watch will almost certainly come to sort things out. The Modern Watch is very efficient at these things, and now-a-days hardly anyone is wrongfully imprisoned, falsely accused, or worse yet, disintegrated by a troll wearing a badge and carrying a siege crossbow...

Reading List:

Guards! Guards!, The Night Watch, Men at Arms, Etc...

Relationships...

1 WORK

1. *Tourist and Guide*
2. *Freed Golem and Former Master*
3. *Bartender and Patron*
4. *Watchman and Citizen*
5. *Wizard and Student*
6. *Street Salesman and Customer*

2 FRIENDSHIP

1. *Former Cellmates*
2. *"We took the same class at Unseen University."*
3. *"He pulled me out of the Ankh River."*
4. *"We used to walk the beat over the Brass Bridge back in the day."*
5. *"We had a band with Rocks In, once"*
6. *"We sailed from XXXX on the same boat."*

3 ROMANCE

1. *Married*
2. *Separated*
3. *Divorced*
4. *Living in Sin*
5. *Currently Dating*
6. *Not even if you were the last person on the Disc.*

4 ODD

1. *Members of the Fresh Start Club*
2. *Guild of Fools*
3. *A Barbarian Hero and his latest Rescued Princess*
4. *A Priest of Offler, The Crocodile-Headed God, and a Priest of Bibulous, God of Wine*
5. *Two members of the Beggars' Guild*
6. *Nac Mac Feegles*

5 CRIME

1. *Assassins' Guild Master and Student*
2. *Members of the Thieves' Guild*
3. *Unlicensed Thieves*
4. *A Lawyer and his client*
5. *Street Hooligans*
6. *Dwarf Smugglers*

6 JUST A TYPICAL DAY

1. *Remover of 'Night Soil' and Client*
2. *Protesting Zombies*
3. *Two Witches*
4. *A Werewolf and Vampire*
5. *A Dwarf and a Troll*
6. *A Talking Animal and its 'Owner'*

Needs...

1 TO GET OUT OF TOWN...

1. ...before the Watch finds you.
2. ...before the Wizards find you.
3. ...before the Assassins' Guild finds you.
4. ...and avoid marrying the Uberwald Countess.
5. ...before mysterious forces exact their revenge.
6. ...before Mr. Slant presents you with his bill.

2 TO FIND...

1. ...a new book for The Librarian
2. ...out where Rincewind is
3. ...the item of ultimate power
4. ...a way to stop the item of ultimate power
5. ...the true heir to the throne
6. ...a new stuffed bear for HEX

3 TO FINISH...

1. ...an important spell.
2. ...clearing up The Shades.
3. ...looting the dwarf mines.
4. ...a statue dedicated to a god.
5. ...buying out a competitor.
6. ...saying goodbye to a dead relative, now a zombie.

4 TO GET SOME ANSWERS...

1. ...about that sneaky business down the mines.
2. ...from HEX about a magical problem.
3. ...from a member of the Watch about who they really are.
4. ...about what was found in the sewers.
5. ...about where all the Trolls have gone.
6. ...regarding the latest discoveries of the Alchemists' Guild.

5 TO BREAK...

1. ...into the library and steal a magical book.
2. ...the curse that has befallen Lord Vetinari.
3. ...out of jail.
4. ...into Commander Vimes' house.
5. ...the secret hold the Seamstresses' Guild has on the City.
6. ...the code contained in a small dog's collar.

6 TO BECOME...

1. ...the best seller of Sausage inna Bun the City has ever seen.
2. ...the new Archchancellor of Unseen University.
3. ...Death's new Apprentice.
4. ...an honest man.
5. ...rich.
6. ...head of the Beggars' Guild.

Locations...

1 UNSEEN UNIVERSITY

1. *The Library*
2. *The Tower of Art*
3. *The High Energy Magic Building*
4. *The Unreal Estate*
5. *The Great Hall*
6. *The Archchancellor's Office*

2 AROUND THE TOWN

1. *The Shades*
2. *The Mended Drum*
3. *The Temple of Small Gods*
4. *The Post Office*
5. *Offices of the Ankh Morpork Times*
6. *The Docks*

3 THE GUILDS

1. *Assassins' Guild*
2. *Beggars' Guild*
3. *Seamstresses' Guild*
4. *Fools' Guild*
5. *Thieves' Guild*
6. *Guild of Merchants*

4 PLACES NOT TO BE SEEN

1. *Patrician's Palace*
2. *Pseudopolis Yard*
3. *Biers*
4. *The Dungeon Dimensions*
5. *The Scours*
6. *The River Ankh*

5 JUST GETTING A BITE...

1. *...at Harga's House of Ribs*
2. *...at C.M.O.T. Dibbler's (various)*
3. *...at Gimmet's Hole Food and Delicatessen*
4. *...at Laughing Falafel*
5. *...at the Blue Cat Club*
6. *...at The Bucket*

6 OFF THE BEATEN PATH...

1. *...Dave's Pin Exchange*
2. *...Boffo Novelty and Joke Shop*
3. *...Curry Gardens*
4. *...Soon Shine Sun Shonky Shop*
5. *...Burleigh and Stronginthearm's*
6. *...Mrs. Cake's*

Objects...

1 NORMAL

1. ...a broom
2. ...a pick
3. ...a watch
4. ...two rolls of parchment
5. ...a banana
6. ...a packet of stamps

2 OUCH

1. ...a Watch truncheon
2. ...an old sword
3. ...a crossbow
4. ...an ornate dagger
5. ... 2 loaves of dwarf bread
6. ...oh no! Not THAT!

3 GETTING ABOUT

1. ...on a horse and cart
2. ...by golem
3. ...worn-in pair of boots
4. ...courtesy of the Watch
5. ...face down in the Ankh
6. ...rooftop to rooftop

4 UNUSUAL

1. *...Wizard's Staff*
2. *...Witch's broom*
3. *...one of the lesser books from the Library*
4. *...C.M.O.T. Dibbler (mostly) meat pie*
5. *...a scroll containig a magic spell*
6. *...a bucket of banged grains*

5 DEFINITELY DANGEROUS

1. *...swamp dragon*
2. *...Assassins' Guild Contract*
3. *...plans for a never-before-heard-of magical weapon*
4. *...diagrams for building a second HEX*
5. *...complete map of L-Space*
6. *...a hat with 'Wizzard' written on it*

6 OMG WTF

1. *"You fool! That's the Octavo!"*
2. *"Look out! It's from the Dungeon Dimensions!"*
3. *"Look at that edge! It must be Death's Blade."*
4. *"I'm sorry. Did you just say it was designed by B.S. Johnson?!"*
5. *"I'm sorry. Did you just say it was designed by Leonard de Quirm?!"*
6. *"Oh my god! It's the Luggage!! RUN FOR YOUR LIVES!!!"*

A Patrician Approved

INSTA-Setup

Relationships In Cobblestone Beat ...

For three players...

JUST A TYPICAL DAY: Two Witches

FRIENDSHIP: "He Pulled me out of the Anhk River."

CRIME: Assassins' Guild Master and Student

For four players, add...

FRIENDSHIP: "We sailed from XXXX on the same boat."

For five players, add...

WORK: Street Salesman and Customer

Needs In Cobblestone Beat...

For three players...

TO FINISH: Cleaning up the Shades

For four or five players, add...

TO GET SOME ANSWERS: Regarding the latest discoveries of the Alchemists' Guild

Objects In Cobblestone Beat...

For three or four players...

UNUSUAL: Witch's Broom

For five players, add...

OMG WTF: "I'm sorry. Did you just say it was designed by B.S. Johnson?!"

Locations In Cobblestone Beat...

For three, four or five players...

JUST GETTING A BITE: at C.M.O.T. Dibbler's (various)

